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METHODS AND SYSTEMS FOR HITLESS SWITCH MANAGEMENT  
MODULE FAILOVER AND UPGRADE

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### Description

## METHODS AND SYSTEMS FOR HITLESS SWITCH MANAGEMENT MODULE FAILOVER AND UPGRADE

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### Technical Field

The present invention relates to methods and systems for hitless failover between primary and backup management components in a switched network element. More particularly, the present invention relates to methods and systems for hitless restart of packet forwarding in response to failover from  
10 primary to backup management components in a switched network element.

### Background Art

Switched network elements, such as layer 2 and layer 3 switches, typically include management modules for participating in layer 2 and layer 3  
15 protocols, learning layer 2 and layer 3 addresses, and distributing copies of forwarding tables to input/output modules associated with ports. In order to provide increased reliability, some switched network elements include primary and backup management modules. During normal operation, the primary management module performs switch management and packet forwarding  
20 functions. The backup management module monitors the operation of the primary management module and takes over when the primary management module fails.

Conventional failover methods between primary and backup switch management modules are not hitless. That is, the methods used to perform such failovers are such that received packets will be discarded or routed around the failed device while the failover occurs. For example, in one type of failover, when the primary switch management module fails, the backup switch management module initializes. That is, it loads configuration information, begins participating in routing and forwarding protocols from an initial state, and once it builds its routing and forwarding tables, begins forwarding packets. The time required to load configuration information, participate in the routing and forwarding protocols from an initial state, and program hardware to begin forwarding packets is such that other devices in the network may mark the failed device as unavailable and route packets around the device, depending on protocol timeout values. In addition, packets that were already received by the device will be dropped.

In light of the problems associated with failovers between switch management modules, it is desirable to perform a failover in which complete initialization of the new primary switch management module is not required. For example, it is desirable for the backup switch management module to take over the duties of the failed primary switch management module without resetting the packet forwarding hardware. Thus, some packets may be forwarded by the new primary switch management module without being dropped. However, such a failover may not be hitless because network protocols must be restarted from the initial state in the new primary switch management module. Participation in such protocols to develop the proper protocol states and data structures requires time, during which packets may be

dropped. Thus, even a failover in which packet forwarding hardware is not reset may not be completely hitless.

Another problem associated with switch management modules is software upgrades. Software upgrades have not been hitless because of the inability to communicate protocol state and data structure information between different software versions. For example, if the backup switch management module is initialized with a new software version and the primary switch management module is executing a prior software version, the data structures between the software versions may not be compatible. As a result, the new software version may not be capable of using data generated by the switch management module executing the prior software version. Therefore, the backup switch management module executing the new software version must initialize its hardware and begin participating in forwarding protocols in order to build its forwarding databases. As discussed above, due to the amount of time required to participate in network protocols and build the appropriate data structures, software upgrades that require switch management module initialization may not be hitless.

Accordingly, in light of the problems associated with switch management module failover and upgrade, there exists a need for improved methods and systems for hitless switch management module failover and upgrade.

### Disclosure of the Invention

The present invention includes methods and systems for hitless switch management module failover and upgrade. According to one implementation, a switch may include first and second switch management modules. The first

switch management module operates in a master mode. Operating in a master mode may include maintaining layer 2 and layer 3 packet forwarding tables, participating in layer 2 and layer 3 network protocols and storing protocol state information, programming switching hardware using the forwarding tables, and

5 performing packet forwarding for packets that cannot be forwarded by the switching hardware. In addition, operating in the master mode may include communicating configuration information, forwarding data structures, and protocol state information to the second switch management module, which may be operating in slave mode. The information may be communicated to the

10 second switch management module at periodic intervals or when information changes. The second switch management module operates in slave mode. Operating in slave mode may include continuously monitoring the operational state of the first switch management module. In addition, the second switch management module may receive the configuration, protocol state, and

15 forwarding data structure information from the first switch management module. In response to detecting failure of the first switch management module, the second switch management module may change to the master mode and begin participation in the network protocols in the same state where the first switch management module last operated correctly. Starting the network

20 protocols in the state where the first switch management module last operated correctly enables restart to be performed in a hitless manner.

According to another aspect, the present invention includes a method for hitless software upgrade in a switched network element. In one implementation, a first switch management module is operated in a master

25 mode and a second switch management module is operated in a slave mode.

In the master mode, the first switch management module forwards packets and participates in network protocols using a first software version. In the slave mode, the second switch management module continuously monitors the state of the first switch management module. The second switch management  
5 module also stores a second software version in memory.

In order to initialize a hitless software upgrade, the second switch management module is forced to perform a soft reboot and start up in the slave mode using the second software version. The term "soft reboot," as used herein, refers to restarting software executed by a switch management module  
10 without resetting the corresponding packet forwarding hardware. The first switch management module then downloads protocol state information, forwarding data structures, and configuration information to the second switch management module. A user may then trigger a failover via a user interface command. In response to the failover command, the second switch  
15 management module begins operating network protocols at the point where the first switch management module last operated correctly, using the received protocol state information. Using these steps, a hitless software upgrade can be achieved. That is, a switched network element can be switched from a first software version to a second software version without dropping packets.

20 The hitless methods and systems described herein can be used to upgrade or downgrade software. For example, the methods described herein may be used to replace an old software version with a newer version. In addition, if it is desirable to change from an older version to a newer version (e.g., because the older version is determined to perform better or more  
25 reliably), the methodology described herein may be used.

According to yet another aspect of the invention, communications between master and slave switch management modules may be performed using a canonical message system. For example, both the master and slave switch management modules may store data that is used to recognize certain message types and lengths. When communicating protocol state information, forwarding data structure information, or configuration information from the master switch management module to the slave switch management module, a message format that corresponds to the message type and length rules stored by the master and slave switch management modules is used. As a result, if a data structure used by the slave switch management module includes a new data field that is not present in the corresponding data structure of the master switch management module, the data structure in the slave switch management module can still be updated to include all of the former fields included in the corresponding data structure in the master switch management module, even though the data structures are different.

According to yet another aspect, the present invention includes a method for bracketing information sent between master and slave switch management modules into atomic transactions. In one implementation, the master switch message module may set an open bracket bit in the first of a series of related information being communicated to the slave switch management module. In response to the open bracket bit, the slave switch management module may enter an open\_bracket\_received state in which the slave switch management module stores all messages received after the open bracket as part of a single transaction. If the master switch management module fails before a message containing a close bracket bit is received, the

slave management module may discard messages received after the open bracket bit and may perform a non-hitless failover in which hardware is re-initialized. If the close bracket bit is received before the timer expires, the slave considers the messages received since the open bracket bit as part of an  
5 atomic transaction and updates the corresponding packet forwarding and protocol state information.

Using bracketing ensures synchronization between protocol state and packet forwarding information. For example, forwarding data structure information as well as the current protocol state that corresponds to the  
10 forwarding data structure information may be part of a single transaction broken into multiple messages sent from the master switch management module to the slave switch management module. If the master switch management module fails after transmitting the packet forwarding information but before transmitting the corresponding protocol state information, without bracketing, the slave  
15 protocol state information would be out of sync with the corresponding packet forwarding information. Using bracketing prevents problems from occurring by ensuring that the slave discards incomplete transactions received from the master and reinitializes itself with data known to be accurate.

The methods and systems for hitless switch management module  
20 failover and upgrade will be described herein as being performed by functions, modules, or processes. It is understood that these functions, modules, or processes may be implemented in hardware, software, firmware, or any combination thereof.

Accordingly, it is an object of the invention to provide methods and  
25 systems for hitless switch management module failover.

It is another object of the invention to provide methods and systems for hitless switch management module software upgrades.

Some of the objects of the invention having been stated hereinabove, other objects will become evident as the description proceeds when taken in  
5 connection with the accompanying drawings as best described hereinbelow.

### Brief Description of the Drawings

Preferred embodiments of the invention will now be explained with reference to the accompanying drawings of which:

10 Figure 1 is a block diagram of a forwarding device including master and slave switch management modules according to an embodiment of the present invention;

Figure 2 is a block diagram of master and slave switch management modules including exemplary hardware and software for performing hitless  
15 switch management module failover according to an embodiment of the present invention;

Figure 3 is a flow chart illustrating exemplary steps that may be performed by a master switch management module in preparation for and during hitless forwarding according to an embodiment of the present invention;

20 Figure 4 is a flow chart illustrating exemplary steps that may be performed by slave switch management module in preparation for and during hitless switch management module failover according to an embodiment of the present invention;

Figure 5 is a block diagram illustrating exemplary bracketing for messages communicated between master and slave switch management modules according to an embodiment of the present invention;

Figure 6 is a flow chart illustrating exemplary steps for hitless switch management module software upgrade according to an embodiment of the present invention;

Figure 7 is a block diagram illustrating exemplary memory banks and data structures associated with hitless switch management module software upgrade according to an embodiment of the present invention; and

Figure 8 is a block diagram illustrating exemplary communication between master and slave switch management modules using a canonical message format according to an embodiment of the present invention.

#### Detailed Description of the Invention

The methods and systems for hitless switch management module failover and upgrade may be implemented on any suitable packet forwarding device that includes management modules. Figure 1 is a block diagram illustrating an exemplary forwarding device in which the methods and systems of the present invention may be implemented.

Referring to Figure 1, forwarding device **100** includes a plurality of input/output modules **101-106**. Input/output modules **101-106** send and receive packets over a network. Input/output modules **101-106** may each be implemented as printed circuit boards plugged into slots in forwarding device **100**. A switch fabric **107** connects input/output modules to each other and to master and slave switch management modules **108** and **109**. In Figure

1, a centralized switch fabric is shown for simplicity. However, in one implementation, each I/O module **106** and management module **108** and **109** may include its own switching fabric connecting it to all of the other modules within forwarding device **100**.

5           Master and slave switch management modules **108** and **109** each include hardware and software for implementing hitless failover and software upgrades. Figure 2 illustrates exemplary components of master and slave switch management modules **108** and **109** associated with hitless failover and upgrade. In the illustrated example, master and slave switch management  
10       modules **108** and **109** each include a hardware forwarding table **110**. Hardware forwarding table **110** may be stored in packet forwarding hardware **111**. Packet forwarding hardware **111** may be any suitable hardware implementation designed for packet forwarding. For example, packet forwarding hardware **111** may include a set of customized ASICs designed to  
15       provide real time processing of transmitted and received data. Such processing may include classifying packets and forwarding the packets to the I/O modules associated with the intended destinations.

          Hardware forwarding table **110** stores destination addresses of received packets and corresponding forwarding information. This forwarding table is  
20       replicated to input/output modules **101-106** to enable forwarding of packets, as illustrated in Figure 1. Master and slave switch management modules **108** and **109** also maintain a software copy **112** of hardware forwarding table **110**. The software copy maintained by slave switch management module **109** is not shown in Figure 1 because slave switch management module **109** preferably  
25       stores this copy without performing packet forwarding operations until slave

switch management module **109** takes over as master. By software copy, it is meant that forwarding table **111** is stored in memory **113** accessible by a CPU **114** of switch management modules **108** and **109**.

One reason for maintaining a software copy of hardware forwarding  
5 table **110** is to reduce the processing impact of updating entries in hardware forwarding table **110**. For example, updating a forwarding table entry typically includes reading the current forwarding table entry, comparing the entry with newly received routing information, and determining whether the forwarding table entry requires updating. This involves multiple reads and writes to  
10 hardware as well as intermediate calculations. Performing these operations using only the hardware forwarding table can adversely affect forwarding and management performance. Accordingly, in order to reduce the effects of updating forwarding table entries, software copy **112** may be used. Software copy **112** may be used to determine whether entries in hardware are out of  
15 date. The entries in hardware are only accessed when necessary.

The present invention is not limited to storing software copies of hardware forwarding tables. In an alternate embodiment, software copy **112** may be omitted and entries may be updated by accessing hardware forwarding tables **110** directly.

20 Master and slave switch management modules **108** and **109** may communicate with each other over suitable reliable communications mechanism. In one example, the reliable communication mechanism may be a circular buffer implemented in shared memory. For example, master switch management module **108** may write to a circular buffer and advance the end  
25 pointer in the buffer after information is written to the buffer. Slave switch

management module **109** may read information from the circular buffer starting at the start pointer to the end pointer and advance the start pointer indicating that the information has been read.

According to an important aspect of the invention, information transfer  
5 between the master and slave switch management modules **108** and **109** may be performed via a canonical messaging system. As used herein, the phrase “canonical messaging system” refers to the system used by master and slave switch management modules **108** and **109** that define message types, message lengths, and message values. Using standardized message types,  
10 lengths, and values, allows data structures to be communicated between master and slave switch management modules **108** and **109** even when the fields of the data structures change with different software versions. For example, slave switch management module **109** may include a data structure that has an additional field that is not present in the corresponding data  
15 structure of master switch management module **108**. Master switch management module **108** may send a message to slave switch management module **109** to update the fields in the data structure.

In prior failover implementations where data structures were simply communicated as-is between master and slave switch management modules,  
20 the update would fail since the fields in master switch management module data structures do not correspond to the fields and the slave switch management module data structures. However, because the present invention uses a canonical message format, the slave switch management module may decode the corresponding parameters from the message, update the matching  
25 fields in its data structures, and leave the fields that are not updated

unchanged. In a similar manner, if a switch management module receives an update for a field that it does not recognize, the update may be discarded.

Master switch management module **108** may include a software forwarding table **115** and corresponding protocol state information **116** that is preferably constructed by participating in network protocols. Exemplary network protocols in which master switch management module **108** may participate includes any of the IP routing protocols, such as BGP, OSPF, IS-IS, etc. In addition, switch management module **108** may participate in layer 2 protocols, such as the spanning tree protocol. As will be described in detail below, it is this protocol state information, in addition to the information in software forwarding table **115**, this is communicated from master switch management module **108** to slave switch management module **109**. Obtaining the most up to date software forwarding table and corresponding protocol state information enables slave switch management module **109** to take over network protocol operations of master switch management module **108** in that state that master switch management module **108** last operated correctly. As a result, the likelihood of a successful hitless failover is increased.

Slave switch management module **109** includes a temporary database **116** that is preferably used to store routing tables, forwarding tables, protocol state information, and configuration information. In the illustrated example, temporary database **117** stores a copy **118** of protocol state information **116**, a copy **119** of software forwarding table **115**, and a copy **120** of configuration information received from master switch management module **108**. Copies **118-120** may be updated periodically by messages received from master switch management module **108**. Copies **118-120** stored in temporary

database **117** and not used for packet forwarding or switch management while switch management module **109** is operating in the slave mode. However, when switch management module **109** switches to operate in the master mode, copies **118-120** may be accessed by CPU **114** and used to perform master  
5 switch management module functions. An exemplary failover routine will be described in detail below.

Hitless failover between switch management modules may be initiated manually by a user or automatically by slave switch management module **109** in response to detecting failure of master switch management module **109**. In  
10 order to allow manual switch management module failover, master and slave switch modules **108** and **108** may each include a user interface **122**. User interface **122** may any suitable type of interface, such as a graphical interface or a command line interface, that allows a user to enter commands to be executed by CPU **114**. For example, a user may enter the command “run  
15 switch management module failover” via user interface **122** on master switch management module **108** to initiate a failover from master switch management module **108** to slave switch management module **109**. Additional commands that may be provided by user interface **122** include commands to control rebooting with different software versions and commands that control whether a  
20 switch management module operates in master or slave mode.

Figures 3 and 4 are flow charts illustrating exemplary steps that may be performed respectively by master and slave switch management modules **108** and **109** in preparation for and during hitless failover according to an embodiment of the present invention. Referring to Figure 3, in step **ST1**,  
25 master switch management module **108** builds layer 2 forwarding tables by

performing MAC address learning. For example, when a layer 2 frame arrives, master switch management module **108** may determine whether the source MAC address in the frame is known. If the address is not known, the address is stored in the layer 2 forwarding table along with the port on which the packet was received. Thereafter, packets addressed to the newly learned MAC address will be sent to the output port associated with the learned address. Master switch management module **108** may periodically re-write hardware forwarding tables **110** to ensure that the tables are consistent and up to date (ST2).

Hardware forwarding table **110** and software forwarding table **115** may contain MAC/VLAN address combinations and corresponding port numbers. Table 1 shown below illustrates an example of forwarding information that may be included in hardware forwarding table **110** and software forwarding table **115**.

Destination Address/VLAN Tag	Port
01:02:03:04:05:06/100	1
01:02:03:04:05:07/101	2

Table 1: Layer 2 Hardware Forwarding Table Information

Returning to Figure 3, in step **ST3**, master switch management module **108** participates in network protocols and stores protocol state information. Participating in network protocols may include participating in layer 2 protocols, such as the spanning tree protocol or the rapid spanning tree protocol and in layer 3 protocols, such as the routing information protocol (RIP), open shortest

path first (OSPF) and border gateway protocol (BGP). The corresponding protocol state information may include port states and network topology information. In step **ST4**, master switch management module **108** checkpoints forwarding database and protocol state information and replicates the  
5 information to temporary database **117** stored by the slave switch management module **109**. The process of checkpointing involves identifying information in software forwarding database **115** and in protocol state information **116** that has changed and forwarding the changed information to the slave switch management module **109**. Thus, the protocol state and packet forwarding  
10 information stored by slave switch management module in database **117** may be incrementally updated in synchronism with the corresponding information stored by master switch management module **108**. After completing step **ST4**, control returns to step **ST1** and the process repeats.

Slave switch management module **109** preferably does not participate in  
15 network protocols, packet forwarding, or switch management until a failover occurs. Rather, slave switch management module **109** executes a non-preemptive, single-threaded routine, an exemplary flow diagram of which is shown in Figure 4. In step **ST1**, slave switch management module **109** initializes temporary database **117**. In step **ST2**, slave switch management  
20 module **109** determines whether master switch management module **108** has failed. If master switch management module **108** has not failed, then slave switch management module **109** checks for messages from master switch management module **108**. If a message from master switch management module **108** is not available, then slave switch management module **109**  
25 continues with step **ST2**. If a message from master switch management

module **108** is available, then slave switch management module **109** processes the message and updates temporary database **117**, if needed (step **ST4**). Once the database update has been completed, slave switch management module **109** continues with step **ST2**. It should be appreciated that steps **ST2** though **ST4** constitute a steady-state loop that is executed continuously until slave switch management module **109** determines that master switch management module **108** fails.

If in step **ST2** the failure of master switch management module **108** is detected, slave switch management module **109** initiates switch management module failover (step **ST5**). Master switch management module **108** may fail for any number of reasons, including hardware and software exceptions or management action to force activation of slave switch management module **109**, e.g., to replace master switch management module **108** or upgrade software executing on master switch management module **108**. The failure may be detected by slave switch management module **109** by any number of mechanisms, including the absence of heartbeat messages from master switch management module **108** or a failure message indicating that a failure has occurred.

In step **ST6**, slave switch management module **109** initializes the software processes and subsystems using the stored database and state information, thereby enabling slave switch management module **109** to begin operating network protocols in the state where master switch management module **108** last operated correctly. One example of protocol state information that enables slave switch management module **109** to start where master switch management module **108** left off is spanning tree state. According to

the spanning tree protocol, nodes exchange bridge protocol data units (BPDUs) with each other containing layer 2 address information and distance from a route node. Each node in the spanning tree protocol develops a spanning tree of the layer 2 network topology and sets each of its ports to a blocked state or forwarding state in order to prevent layer 2 forwarding loops. In some network implementations, the time from startup, exchange of BPDUs, construction of a spanning tree, and setting of the corresponding port states can take up to forty-five seconds. Thus, in an implementation in which slave switch management module **109** did not receive spanning tree protocol state information from master switch management module **108**, packets may be dropped while slave switch management module determines its spanning tree port state.

According to the present invention, master switch management module **108** periodically sends spanning tree port state information to slave switch management module **109**. Such port states may be sent at predetermined time intervals and whenever master switch management module **108** changes the state of one its ports. When a failover occurs, rather than starting the spanning tree protocol from an initial state, slave switch management module loads the last spanning tree protocol port states received from master switch management module **108**. As a result, slave switch management module **109** can begin forwarding packets with the proper spanning tree port states. Thus, by automatically loading protocol state information received from master switch management module **108**, the likelihood of hitless failover is increased. In step **ST7**, slave switch management module **109** resumes switch operation as the master switch management module and may begin executing the steps shown in Figure 3.

Protocols, such as spanning tree, are time sensitive. This means that they must have their state injected a short time after failover. In one exemplary implementation, the time required to inject the protocol state information into the new master switch management module is 10s. Configuration of STP  
5 timers with values that result in topology changes shorter than 10s will result in non-hitless failovers. Thus, detection of a failed master that relies on longer timeouts than the STP timers will result in non-hitless failover.

In order to ensure synchronization between protocol state and forwarding database information transmitted between master switch  
10 management module **108** and slave switch management module **109**, the present invention may include a bracketing mechanism to allow multiple related messages to be grouped together to form atomic transactions. Figure 5 illustrates one implementation of bracketing according to an embodiment of the present invention. Referring to Figure 5, master switch management module  
15 **108** may send spanning tree domain data in a first message **500** and corresponding spanning tree port state information in a second message **502** to slave switch management module **109**. If master switch management module **108** fails after transmitting message **500** but before transmitting message **502**, the spanning tree domain data would be out of sync with the spanning tree port  
20 state data at slave switch management module **108**.

In order to avoid this difficulty, master switch management module **108** may set a bracket field **504** in a header portion **506** of message **500** to a value that indicates that this message constitutes the beginning of a series of related messages. When slave switch management module **109** receives a message  
25 with a begin bracket, slave switch management module **109** enters a

received\_begin\_bracket state in which slave switch management module **109** stores messages received from master switch management module **108** until a message with an end bracket is received. If a message with an end bracket is received, slave switch management module **109** may process all of the  
5 messages received since the begin bracket was received. If master switch management module **108** fails, causing message **502** with an end bracket in field **504** not to be received, slave switch management module **109** may discard all messages received since the begin bracket and perform a non-hitless failover to reinitialize its hardware and software with known good data  
10 stored in non-volatile memory.

Using bracketing ensures that state information received by slave switch management module **109** will be complete and synchronized with other information received from master switch management module **108**, even when such information is communicated in multiple messages. In addition, allowing  
15 multiple messages to be grouped as a single atomic transaction ensures that slave switch management module **109** will start in the last complete state of master switch management module **108**. Without such a bracketing mechanism, if slave switch management module **109** were permitted to take over as master after receiving incomplete state or forwarding information from  
20 master switch management module **108**, slave switch management module **109** may also fail.

#### Hitless Software Upgrade or Downgrade

According to another aspect, the present invention includes methods  
25 and systems for hitless software upgrade or downgrade between switch

management modules in a switch network element. As described above, performing a software upgrade or downgrade can present problems because both switch management modules must be rebooted. In addition, communication of state information between different software versions has not  
5 previously been possible when data structures between software versions change without requiring that the new software version recognize the data structures of all prior software versions. The present invention avoids this difficulty by providing a method for hitless upgrade or downgrade where failover is used to perform a software upgrade and wherein the canonical messages  
10 described above are used to communicate protocol state and packet forwarding information to the new software version.

Figure 6 is a flow chart and Figure 7 is a block diagram illustrating exemplary steps for hitless software upgrade or downgrade according to an embodiment of the present invention. Referring to Figure 6, in step **ST1**,  
15 master and slave switch management modules **108** and **109** download a new software image corresponding to a new version from a server. In step **ST2**, the master and slave switch management modules **108** and **109** store the new image in their secondary memory banks, i.e., the memory bank that does not contain the image used initially to boot management modules **108** and **109**.  
20 Referring to Figure 7, master and slave switch management modules **108** and **109** may include primary memory bank **700** and secondary memory bank **702**. Primary and secondary memory banks **700** and **702** may be implemented in non-volatile memory on master and slave switch management modules **108** and **109**. In order to perform a soft boot, instructions are copied from either  
25 memory banks **700** or **702** and copied into RAM. Each primary memory bank

**700** stores an image **704** corresponding to the current version of the software being executed by the switch management module. Each secondary memory bank **702** stores an image **706** corresponding to the new software version downloaded from a server **708**.

5           Returning to Figure 6, in step **ST3**, slave switch management module **109** is soft rebooted to use the new software version stored in secondary memory bank **702**. This action may be initiated by a user via user interface **122** on slave switch management module **109**. For example, the user may enter a command to instruct the slave to reboot using the software image stored in  
10       secondary memory bank **702**. Once the slave reboots, it preferably operates in slave mode, by performing the steps illustrated above in Figure 3, but uses the new software version. In step **ST4**, master switch management module **108** forwards its databases and current protocol state information to slave switch management module **109**. Because slave switch management module **109**  
15       executes a different software version and may have different data structures, the canonical message format described above may be used.

          Figure 8 illustrates an example of how different data structures used by different software versions are communicated from master switch management module **108** to slave switch management module **109**. Referring to Figure 8,  
20       master switch management module includes a first data structure **800** of type **stp**, stored in memory **113**. Data structure **800** includes two thirty-two bit integers, **a** and **b**. Slave switch management module **109** also has a data structure **802** of type **stp**. However, the **stp** data structure used by slave switch management module **109** includes three integers, **a**, **r\_stp\_enabled**, and **b**.  
25       Thus, if data structure **800** were copied directly from master switch

management module **108** to slave switch management module **109**, an error would result because the value for the integer *b* stored by master switch management module **108** would be written to the memory location for the integer *r\_stp\_enabled* on slave switch management module **109**. However,

5 according to the present invention, master switch management module **108** and slave switch management module **109** use a canonical messaging system to reconstruct data structures. The canonical messaging system allows values to be exchanged in any order using a unique message format. In this example, master switch management module **108** sends a message **804** including a

10 header **806** that describes the message type and the length of each parameter. The message type may indicate that message **804** is communicating a data structure to slave switch management module **109**. Header **806** may include the type and length of each value stored in each field. In an alternative implementation, a separate header or TLV may be included before each data

15 field.

Upon receiving message **804**, slave switch management module **109** decodes the header and extracts the corresponding values for the integers *a* and *b*. Slave switch management module uses these values to update integers *a* and *b* in its data structure. Since message **804** does not include a value for

20 the *r\_stp\_enabled* variable, slave switch management module **109** may set this parameter to a default value. Thus, even though master and slave switch management modules **108** and **109** may execute different software versions that use different data structures, the canonical messaging system of the present invention allows hitless upgrade to be performed.

Returning to Figure 6, in step **ST5**, once slave switch management module **109** has received the databases and protocol state information from master switch management module **108**, slave switch management module **109** changes to master mode using the new software version. This change  
5 may be initiated by a user via user interface **122** on master switch management module **108**. For example, the user may enter a command or series of commands forces master to reboot in slave mode and the slave to reboot in master mode using the software image stored in the secondary memory bank. For example, "run switch management module failover" may be entered via  
10 user interface **122** to initiate a failover and force each module to reboot with a different software version. Thus, by using a failover routine to trigger a software upgrade or downgrade, changes in software version may be performed hitlessly.

As stated above, since slave switch management module has received  
15 current protocol state and database information form master switch management module **108**, slave switch management module **109** can resume from the last correct network protocol operational state of master switch management module **108**. As a result, a hitless software upgrade may be performed. In addition, using the same steps illustrated in Figure 6, a software  
20 downgrade may be performed.

Thus, the present invention includes methods and systems for hitless switch management module failover and upgrade. By communicating protocol state information and updates in protocol state information from a master switch management module to the slave switch management module, the slave  
25 switch management module can resume network protocol operation at the

point where the master switch management module last operated correctly. In addition, bracketing is used to send multiple related messages as an atomic unit to insure synchronization between related information. Finally, the failover mechanism can be used to perform a hitless software upgrade between master  
5 and slave switch management modules.

Although the methods and systems described above relate primarily to successfully achieving hitless failover, the present invention is not limited to only performing successful hitless failover. Once the slave takes over as master after a failover, the slave may determine that a hitless failover is not  
10 prudent. For example, if the reason for failover is that the master was rebooted due to a hardware watchdog mechanism, the slave may indicate that there has been too much time since the last update from the master and inject a failed state into the hitless failover state machine, the operation of which is described above with respect to Figures 3 and 4, preventing hitless failover. In this case,  
15 failover will still occur but the network will incur a traffic "hit". In this situation, the slave may enter a failed state and communicate this fact to the master. The master may then communicate the failure cause to the user.

It will be understood that various details of the invention may be changed without departing from the scope of the invention. Furthermore, the  
20 foregoing description is for the purpose of illustration only, and not for the purpose of limitation—the invention being defined by the claims.